



Federation Vigilant Light Cruiser

SPECS

Class: Capital Ship
 In Service: 2292
 Point Value: 440
 Ramming Factor: 150
 Warp Delay: 5 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: +2
 Initiative Bonus: +2

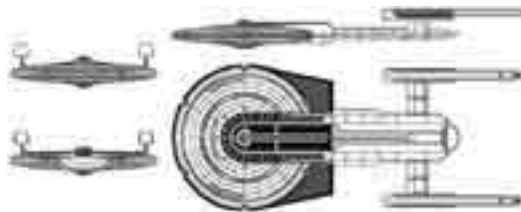
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	7	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Medium Phaser Bank
 Class: Molecular
 Mode: R, S
 Damage: 3d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per turn: 1d10+4

Light Phaser Bank
 Class: Molecular
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Deflector Shield
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.



FORWARD HITS
 1-3: Deflector Shield
 4-7: Medium Phaser
 8-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7-8: Light Phaser
 9-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-3: Medium Phaser
 4-8: Warp Engine
 9-17: Aft Structure
 18-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Structure
 9: Tractor Beam
 10-11: Shield Generator
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

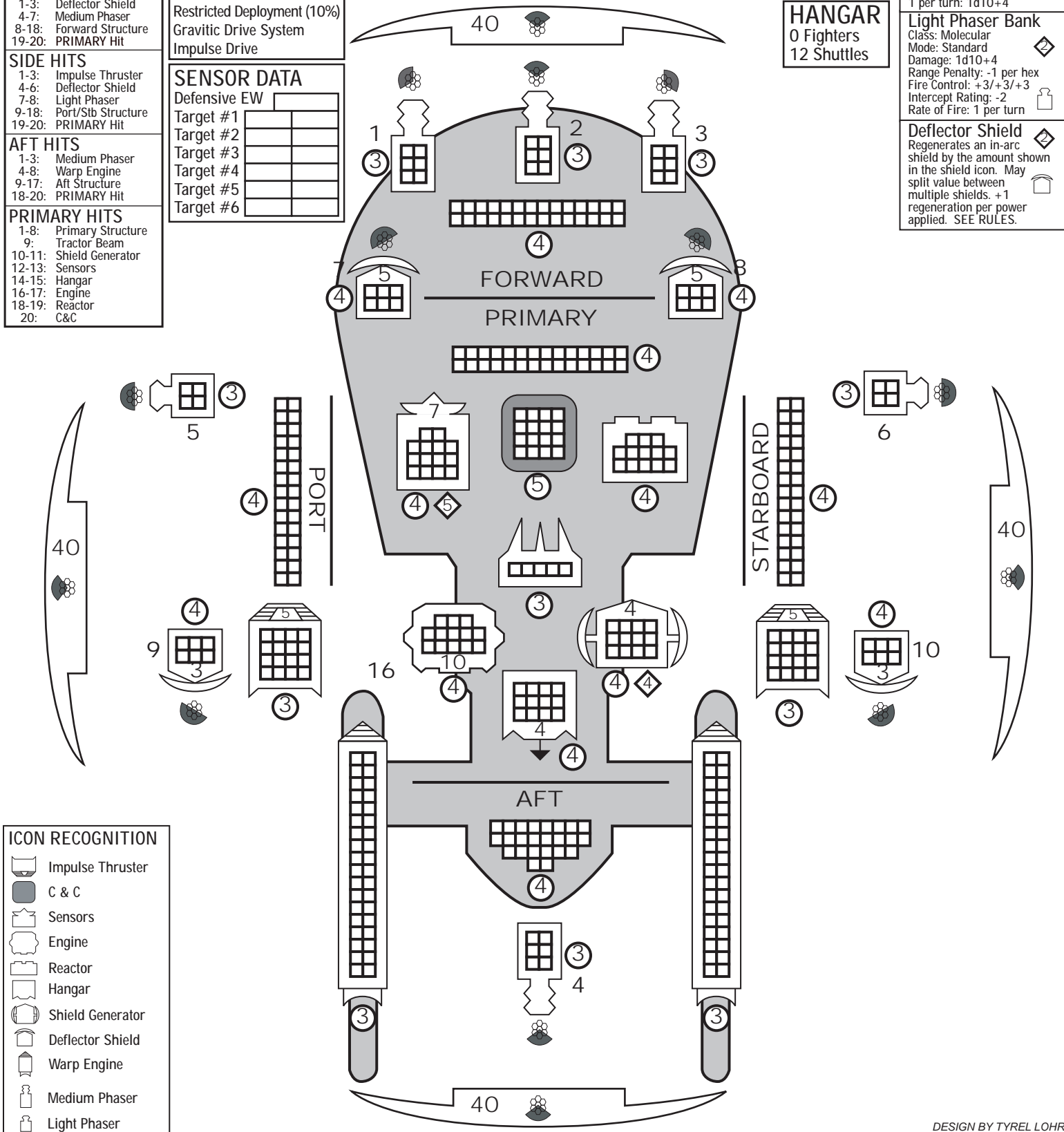
SPECIAL NOTES
 Restricted Deployment (10%)
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR
 0 Fighters
 12 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Phaser
- Light Phaser